**Glossary**

| **Term** | **Key Stage** | **Definition** |
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| Algorithm | 1&2 | A precise set of ordered steps that can be followed by a human or a computer to achieve a task |
| Attribute (property) | 1&2 | A word or a phrase that can be used to describe an **object** such as its colour, size, or price |
| Browser | 2 | SEE: Web browser |
| Code | 1&2 | The **commands** that a **computer** can **run** |
| Code snippet | 1&2 | A section of a **program**viewed in isolation |
| Command | 1&2 | A single instruction that can be used in a **program** to control a **computer** |
| Computer | 1&2 | A **programmable**machine that accepts and **processes inputs**and produces **outputs** (input, process, output; IPO) |
| Computer network | 2 | A group of interconnected computing devices |
| Computer system | 2 | A combination of **hardware** and **software** that can have **data** **input** to it, which it then **processes** and **outputs**. It can be **programmed** to perform a variety of tasks. |
| Condition | 2 | A statement that can be either True or False |
| Condition-controlled loop | 2 | SEE: Loop (condition-controlled) |
| Count-controlled loop | 2 | SEE: Loop (count-controlled) |
| Data | 1&2 | A letter, word, number etc. that has been collected for a purpose, but **stored** without context |
| Data set | 2 | A collection of related **data** |
| Debugging | 1&2 | The process of finding and correcting errors in a **program** |
| Decompose | 2 | To break down a task into smaller, more achievable steps |
| Digital device | 2 | A computer or a device with a computer inside that has been programmed for a specific task |
| Domain name | 2 | The part of a **website**’s **URL**that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org |
| Execute (run) | 2 | SEE: Run |
| Hardware | 2 | The physical parts of a **computer system** |
| HTML (HyperText Markup Language) | 2 | A standardised language used to define the structure of **web pages** |
| Hyperlink | 2 | (Also: link, weblink) Text or media that when clicked, takes the user to another specified location (**URL**) |
| Infinite loop | 2 | SEE: Loop (infinite) |
| Information | 1&2 | **Data** put into a context that provides meaning |
| Information technology | 1 | The study, use, and development of **computer systems** for storing, processing, retrieving, and sending information |
| Input | 2 | **Data**that is sent to a **program**to be**processed** |
| Input device | 2 | A piece of **hardware**used to control, or send **data** to, a **computer** |
| Internet | 2 | The global system of interconnected **computer networks** |
| Loop | 2 | (**Count-controlled**, **condition-controlled**, or **infinite**) **Commands**that repeatedly **run**a defined section of **code** |
| Loop (condition-controlled) | 2 | A **command**that repeatedly **runs**a defined section of **code**until a **condition**is met |
| Loop (count-controlled) | 2 | A **command**that repeatedly **runs**a defined section of **code**a predefined number of times |
| Loop (infinite) | 2 | A **command**that repeatedly **runs**a defined section of **code**indefinitely |
| Network | 2 | SEE: Computer network |
| Object | 1 | Something that can be named and has other **attributes** (**properties**), which can be labelled |
| Object | 2 | Something that is uniquely identifiable and has **attributes** |
| Output | 2 | The result of **data processed**by a **computer** |
| Output device | 2 | A piece of **hardware that** is controlled by **outputs**from a **computer** |
| Procedure | 2 | A named set of **commands**that can be called multiple times throughout a **program**. This type of **subroutine** does not return a value. |
| Process | 2 | A **program**, or part of a **program**, that is running on a **computer** |
| Program | 1&2 | A set of ordered **commands** that can be **run** by a **computer** to complete a task |
| Property (attribute) | 1 | A word or a phrase that can be used to describe an **object** such as its colour, size, or price |
| Repetition | 2 | Part of a **program** where one or more **commands** are **run** multiple times in a **loop** |
| Router | 2 | A device that manages the flow of data between **computer networks** |
| Run (execute) | 1&2 | To action the **commands** in a **program** |
| Selection | 2 | Part of a **program** where if a **condition** is met, then a set of **commands** is **run** |
| Server | 2 | A networked **computer**that manages, **stores,**and provides **data**such as files to other computers |
| Software | 2 | The **programs**used to control **computers**and perform specific tasks |
| Stored (data) | 2 | **Data**kept digitally so that it can be accessed by a computer |
| Subroutine | 2 | A named sequence of **commands**designed to perform a specific task |
| Switch (network switch) | 2 | A device that manages the flow of **data packets** within a **computer network** |
| Technology | 1 | The use of scientific knowledge for practical purposes |
| URL (Uniform Resource Locator) | 2 | The address of a file on the **internet** |
| Variable | 2 | A named piece of **data**(often a number or text) **stored** in a computer’s memory, which can be accessed and changed by a **computer program** |
| Web | 2 | SEE: WWW (World Wide Web) |
| Web address | 2 | SEE: URL (Uniform Resource Locator) |
| Web browser | 2 | A**program** used to view, navigate, and interact with**web pages** |
| Web page | 2 | A **HTML**document viewed using a **web browser** |
| Website | 2 | A collection of interlinked **web pages**, stored under a single **domain** |
| WiFi | 2 | A technology that allows devices to wirelessly access a **network**and transfer **data** |
| WAP (Wireless Access Point) | 2 | A network device that allows wireless computing devices to connect to a wired **network** |
| WWW (World Wide Web) | 2 | A service provided via **the internet** that allows access to **web pages** and other shared files |